

## CLAIMS

The invention is hereby claimed as follows:

1. A gaming device comprising:  
5 a housing;  
a game operable upon a wager;  
a read-write device connected to the housing;  
a card transporter connected to the housing;  
a card holder connected to the housing and operable to  
10 receive, hold and distribute a plurality of resettable data cards;  
a processor in communication with the read-write device;  
and  
a memory device in communication with the processor.
- 15 2. The gaming device of Claim 1, wherein the memory device includes at least one instruction for changing data on said resettable data cards.
- 20 3. The gaming device of Claim 1, wherein the memory device includes at least one instruction for updating data on said resettable data cards.
- 25 4. The gaming device of Claim 1, wherein the memory device includes at least one instruction for resetting said resettable data cards.
- 30 5. The gaming device of Claim 1, wherein the memory device includes at least one instruction for erasing said resettable data cards.
6. The gaming device of Claim 1, wherein the memory device includes at least one instruction for changing charged resettable data cards to blank resettable data cards.

7. The gaming device of Claim 1, wherein the memory device includes at least one instruction for changing blank resettable data cards to charged resettable data cards.

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8. The gaming device of Claim 1, wherein the memory device includes at least one instruction for causing one of said resettable data cards to be stored in the card holder following a particular event.

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9. The gaming device of Claim 1, wherein the memory device includes at least one instruction for causing one of said resettable data cards to be stored in the housing following a particular event.

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10. The gaming device of Claim 1, wherein the memory device includes at least one instruction for causing one of said resettable data cards to be distributed by the card holder.

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11. The gaming device of Claim 1, wherein each of the resettable data cards stores data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

12. A gaming device comprising:  
a housing;  
a game operable upon a wager;  
a read device connected to the housing;  
5 a write device connected to the housing;  
a card transporter connected to the housing;  
a card holder connected to the housing and operable to  
receive, hold and distribute a plurality of resettable data cards;  
a processor in communication with the read device; and  
10 the write device; and  
a memory device in communication with the processor.
13. A gaming device comprising:  
a housing;  
15 a game operable upon a wager;  
a card holder connected to the housing and operable to  
receive, hold and distribute a plurality of resettable data cards;  
a read-write device connected to the housing and  
operable adapted to receive, read and write to each of said resettable  
20 data cards;  
a card transporter connected to the housing and operable  
to move the resettable data cards between the read-write device and  
the card holder;  
a processor in communication with the read-write device  
25 and operable to repeatedly reset said resettable data cards; and  
a memory device in communication with the processor.

14. A gaming device comprising:  
a housing;  
a game operable upon a wager;  
at least one read-write device connected to the housing  
5 and operable to receive, read and write to a plurality of data cards;  
at least one card holder mounted inside the housing and  
operable to receive, hold and distribute a plurality of the data cards;  
at least one card transporter mounted inside the housing  
and operable to move a plurality of the data cards between the read-  
10 write device and the card holder;  
a processor in communication with the read-write device  
and the card transporter;  
at least one memory device in communication with the  
processor; and  
15 at least one instruction stored in the memory device, and  
operable to instruct the processor to direct a plurality of the data cards  
in a particular manner,  
whereby following different events the processor causes  
one of the data cards to be dispensed to a player and a different one of  
20 the resettable data cards to be reset and stored in the housing.

15. The gaming device of Claim 14, which includes a  
currency acceptor connected to the housing.

25 16. The gaming device of Claim 14, whereby following  
predetermined events, the processor causes the gaming device to  
receive currency, initiate the game, terminate the game, retrieve one of  
the data cards from the card holder, change data on the retrieved data  
card and dispense the retrieved data card to the player.

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17. The gaming device of Claim 14, whereby following predetermined events, the processor causes the gaming device to receive currency, initiate the game, terminate the game, retrieve one of the data cards from the card holder, change said data card from a blank state to a charged state and dispense said data card to the player.

18. The gaming device of Claim 14, whereby following predetermined events, the processor causes the gaming device to receive one of the data cards, initiate the game, terminate the game, reset the received data card, move the received data card to the card holder, retrieve one of the data cards from the card holder, change data on the retrieved data card and dispense the retrieved data card to the player.

19. The gaming device of Claim 14, whereby following predetermined events, the processor causes the gaming device to receive one of the data cards, initiate the game, terminate the game, update data on said data card and return said data card to the player.

20. The gaming device of Claim 14, which includes a plurality of read-write devices.

21. The gaming device of Claim 14, which includes a plurality of card holders.

22. The gaming device of Claim 14, which includes a plurality of card transporters.

23. The gaming device of Claim 14, wherein each of the data cards includes data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

24. A gaming device comprising:  
a housing;  
a game operable upon a wager;  
means connected to the housing for reading a plurality of  
5 resettable data cards;  
means connected to the housing for writing to the  
resettable data cards;  
holding means connected to the housing for receiving,  
holding and distributing a plurality of the resettable data cards;  
10 transporting means connected to the housing for moving  
a plurality of the resettable data cards between said holding means and  
said reading means or said writing means;  
a processor in communication with the reading means,  
the writing means and the transporting means; and  
15 a memory device in communication with the processor.

25. A data card for a gaming device having a game operable  
upon a wager, said gaming device including a housing, a read-write  
device connected to the housing, a card transporter connected to the  
20 housing, a card holder connected to the housing and operable to  
receive, hold and distribute at least one data card, a processor in  
communication with the read-write device, and a memory device in  
communication with the processor, said data card comprising:  
a body suitably sized for storage in the card holder;  
25 a card memory device connected to the body; and  
means connected to the body for interfacing with the  
read-write device.

26. The data card of Claim 25, wherein said card memory  
30 device is operable to store data which can be repeatably rewritten.

27. The data card of Claim 25, wherein said card memory  
device is operable to store data which can be repeatably erased.

28. The data card of Claim 25, wherein said card memory device is operable to store data which can be repeatably reset.

29. The data card of Claim 25, wherein said data card is  
5 operable to be repeatably changed from a charged state to a blank state.

30. The data card of Claim 25, wherein said data card is  
10 operable to be repeatably changed from a charged state to a face value state.

31. The data card of Claim 25, wherein the body includes an  
outer surface, and the interface means includes a plurality of contacts  
attached to the outer surface.  
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32. The data card of Claim 25, wherein the body includes an  
outer surface, and the interface means includes magnetic material  
attached to the outer surface.

20 33. The data card of Claim 25, wherein the body includes an  
outer surface, and the interface means includes optical material  
attached to the outer surface.

34. The data card of Claim 25, wherein the body includes an  
25 outer surface, and the interface means includes recordable material  
attached to the outer surface.

35. The data card of Claim 25, wherein the body includes an  
outer surface, and the interface means includes codable material  
30 attached to the outer surface.

36. The data card of Claim 25, which includes a data card  
processor connected to the body.

37. The data card of Claim 25, wherein the card memory device stores data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

- 5           38. A data storage device for a gaming device having a game operable upon a wager, said gaming device including a housing; a read-write device connected to the housing; a card transporter connected to the housing; a card holder connected to the housing and operable to receive, hold and distribute at least one data card; and a
- 10 processor in communication with the read-write device, said data storage device comprising: a plurality of instructions adapted to direct the processor to cause the gaming device to:
- (a) receive a certain amount of currency;
  - (b) designate for a player a certain amount of credits
  - 15 which corresponds to the amount of currency received;
  - (c) initiate the game;
  - (d) enable the player to gain and lose credits while playing the game;
  - (e) track any credit gains and losses;
  - 20 (f) retrieve a data card from the card holder;
  - (g) change data on the retrieved data card; and
  - (h) dispense the data card to the player.

39. The data storage device of Claim 38, wherein the

25 instructions are stored on at least one disk.

40. The data storage device of Claim 39, wherein the disk is magnetic.

30           41. The data storage device of Claim 39, wherein the disk is optical.

42. The data storage device of Claim 39, wherein the disk is a CD-ROM.



43. The data storage device of Claim 38, wherein the instructions are stored on at least one tape.

44. The data storage device of Claim 38, wherein the data  
5 includes data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

45. A data storage device for a gaming device having a game operable upon a wager, said gaming device including a housing; a read-write device connected to the housing; a card transporter connected to the housing; a card holder connected to the housing and operable to receive, hold and distribute at least one data card; and a processor in connection with the read-write device, said data storage device comprising: a plurality of instructions adapted to direct the processor to cause the gaming device to:
- (a) receive a certain amount of currency;
  - (b) designate for a player a certain amount of credits which corresponds to the amount of currency received;
  - (c) initiate the game;
  - (d) enable the player to gain and lose credits while playing the game;
  - (e) track any credit gains and losses;
  - (f) retrieve a blank data card from the card holder;
  - (g) change data the blank data card to a charged data card; and
  - (h) dispense the charged data card to the player.

46. The data storage device of Claim 45, wherein the instructions are stored on at least one disk.

5 47. The data storage device of Claim 46, wherein the disk is magnetic.

48. The data storage device of Claim 46, wherein the disk is optical.

10 49. The data storage device of Claim 48, wherein the disk is a CD-ROM.

15 50. The data storage device of Claim 45, wherein the instructions are stored on at least one tape.

51. The data storage device of Claim 45, wherein the data includes data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

52. A data storage device for a gaming device having a game operable upon a wager, said gaming device including a housing; a read-write device connected to the housing; a card transporter connected to the housing; a card holder connected to the housing and adapted to receive, hold and distribute at least one data card; and a processor which is electronically connected to the read-write device, said data storage device comprising: a plurality of instructions adapted to direct the processor to cause the gaming device to:
- (a) receive a data card having a certain amount of credit units;
  - (b) designate for a player a certain amount of credits which corresponds to the amount of credit units on the received data card;
  - (c) initiate the game;
  - (d) enable the player to gain and lose credits while playing the game;
  - (e) track any credit gains and losses;
  - (f) reset the received data card;
  - (g) move the received data card to the card holder;
  - (h) retrieve a data card from the card holder;
  - (i) change data on the retrieved data card; and
  - (j) dispense the retrieved data card to the player.

53. The data storage device of Claim 52, wherein the instructions are stored on at least one disk.

54. The data storage device of Claim 53, wherein the disk is magnetic.

55. The data storage device of Claim 53, wherein the disk is optical.

56. The data storage device of Claim 53, wherein the disk is a CD-ROM.

57. The data storage device of Claim 52, wherein the instructions are stored on at least one tape.

58. The data storage device of Claim 52, wherein the data  
5 includes data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

59. A data storage device for a gaming device having a game operable upon a wager, said gaming device including a housing; a  
10 read-write device connected to the housing; a card transporter connected to the housing; a card holder connected to the housing and operable to receive, hold and distribute at least one data card; and a processor which is electronically connected to the read-write device, said data storage device comprising: a plurality of instructions adapted  
15 to direct the processor to cause the gaming device to:

- (a) receive a data card having a certain amount of credit units;
- (b) designate for a player a certain amount of credits which corresponds to the amount of credit units on the received data  
20 card;
- (c) initiate the game;
- (d) enable the player to gain and lose credits while playing the game;
- (e) track any credit gains and losses;
- 25 (f) update the received data card; and
- (g) dispense the received data card to the player.

60. The data storage device of Claim 59, wherein the instructions are stored on at least one disk.

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61. The data storage device of Claim 60, wherein the disk is magnetic.

62. The data storage device of Claim 60, wherein the disk is optical.

63. The data storage device of Claim 60, wherein the disk is  
5 a CD-ROM.

64. The data storage device of Claim 59, wherein the instructions are stored on at least one tape.

10 65. The data storage device of Claim 59, wherein the data card stores data selected from the group consisting of fund data, fund tracking data, cash data and credit data.

66. A gaming device having a game operable upon a wager,  
15 the gaming device comprising:

a housing;

an assembly supported by the housing, the assembly having a read-write device, a graphics printing device and a graphics erasing device;

20 a data card holder supported by the housing;

at least one data card transporter supported by the housing;

a processor in communication with the read-write device, the graphics printing device, the graphics erasing device and the data  
25 card transporter; and

a memory device in communication with the processor.

67. The gaming device of Claim 66, wherein the read-write device includes a magnetic interface.

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68. The gaming device of Claim 66, wherein the graphics printing device includes a heat source.

69. The gaming device of Claim 66, wherein the graphics erasing device includes a heat source.

70. The gaming device of Claim 66, wherein the card holder  
5 defines an opening having a size greater than a size of a data card, the data card having a memory member and a thermosensitive recording member.

71. The gaming device of Claim 66, wherein the read-write  
10 device includes an interface which transfers data to a data card wherein the data is selected from the group consisting of fund data, fund tracking data, cash data and credit data.

72. A data card for use in conjunction with a gaming device  
15 under control of a processor, the gaming device having a game operable upon a wager; a housing; an assembly supported by the housing, the assembly having a read-write device, a graphics printing device and a graphics erasing device; a data card holder supported by the housing, the card holder defining an opening with a size; at least  
20 one data card transporter supported by the housing; a processor in communication with the read-write device, the graphics printing device, the graphics erasing device and the data card transporter; and a memory device in communication with the processor, the data card comprising:

25 a body having a size less than the size of the opening defined by the card holder;  
a memory member connected to the body; and  
a separate thermosensitive recording member connected to the body.

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73. The data card of Claim 72, wherein the memory member includes a magnetic code.

74. The data card of Claim 72, wherein the memory member includes a processor.

5 75. The data card of Claim 72, wherein the thermosensitive recording member includes a low-molecular weight material.

76. The data card of Claim 72, wherein the thermosensitive recording member has a plurality of different light transmission states associated with different levels of heat.  
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77. The data card of Claim 76, wherein the light transmission states include a state selected from the group consisting of a transparent state and an opaque state.

15 78. The data card of Claim 76, wherein each of the light transmission states is associated with a graphical characteristic selected from the group consisting of black, white, color, shade and intensity.

20 79. The data card of Claim 72, wherein the thermosensitive recording member has a plurality of different chemical states associated with different levels of heat.

25 80. The data card of Claim 79, wherein each of the chemical states is associated with a graphical characteristic selected from the group consisting of black, white, color, shade and intensity.

30 81. The data card of Claim 72, wherein the memory member stores data selected from the group consisting of fund data, fund tracking data, cash data and credit data.



82. A method for operating a gaming device, the method comprising:

(a) receiving a data card from a player, the data card storing data and displaying graphics;

5 (b) reading the data on the data card;

(c) thermally erasing the graphics displayed on the data card;

(d) enabling the player to play at least one game;

(e) determining a balance of credit units for the player;

10 (f) storing data on the card which is associated with cashed based on said credit units;

(g) thermally recording graphics on the data card; and

(h) dispensing the data card to the player upon an event.

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83. The method of Claim 82, wherein the graphics include text describing player-specific information.

84. The method of Claim 82, wherein the step of dispensing  
20 the data card to the player upon an event includes the step of dispensing the data card to the player if the balance of credit units is greater than zero.

85. The method of Claim 82, which includes the step of  
25 transmitting information related to the balance of credit units to a pay verification system.

86. The method of Claim 82, which includes the step of  
retaining the data card if the balance of credit units is zero.

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87. The method of Claim 82, wherein the step of storing data on the card includes the step of storing data selected from the group consisting of fund data, fund tracking data, cash data and credit data.